having been complied with, the question is, shall LB 809 pass? All those in favor vote aye, opposed vote no. Please record your vote on the motion to pass LB 809. Have you all voted? Have you all voted? The Clerk will record.

CLERK: (Record vote read as found on pages 2341-2342 of the Legislative Journal.) 28 ayes, 18 nays, 2 excused and not voting, 1 present and not voting, Mr. President.

PRESIDENT: As a result of that vote the Chair declares LB 809 passed. Now is there another matter on your desk, Mr. Clerk?

CLERK: Mr. President, Senator DeCamp would move to reconsider the passage of LB 341A.

PRESIDENT: The Chair recognizes Senator DeCamp.

SENATOR DECAMP: Mr. President, it is obvious that when we passed the tax rates the other day, three and a half and nineteen, we established pretty much a spending level and there is no way we can live within those spending levels with the various A bills passed, \$25 or \$30 million, whatever the numbers are. If the theory is that somehow these are all going to be vetoed and it doesn't really matter, then that is a completely improper theory, in my humble opinion. I would suggest we either reconsider the A bills or reconsider the tax rates. You cannot have it both ways. You are not setting tax rates properly if this is the course we take and I would ask us to reconsider the A bill, 341A, that is passed. I repeat, it is simply a completely improper function and a dangerous course for us to get on to simply pass A bills on the theory or hope or belief that they are going to be vetoed anyway. I suggested earlier that that is using the administrative branch as a second House of the legislative branch. You are not hurting, I repeat, you are not hurting the administrative branch by doing this. What you are doing is literally and directly abandoning the legislative branch which you are elected to. You are saying it doesn't matter what we do because we are turning the legislative authority over to the Governor. We are giving our branch of government we are giving to him.